

Arkanian Chill

Planet Hoppers: February 2003

As told to Morrie Mullins by Vareesa Enan

Welcome to "Planet Hoppers," a new feature on the *Star Wars Roleplaying Gamewebsite*. Each month, we'll bring you a set of articles on a particular world in the Star Wars galaxy that a Gamemaster can use separately or as a linked series of events.



February's subject is the planet Arkania. Part 1 is online now, and be sure to check back each week for the next installment!

Part 1: A Cold Reception

In which the Gand Findsman called Vaskau Farg arrives on icy Arkania and we learn how little it takes to offend a native -- and how much it takes to appease one.

Part 2: Hyrim Focela

In which Vaskau Farg must subdue his compulsion to perpetrate violence against the annoying but powerful administrator Hyrim Focela.

Part 3: Ice Palaces

In which Vaskau Farg stumbles across the hidden base of Arkanian Microtechnologies, and we learn of its complex (and lethal) security system.

Part 4: The Re-Engineered

In which Vaskau Farg encounters a scientist responsible for terrible genetic experiments, and we learn of the Re-Engineered.

About the Author

Morrie Mullins is a psychology professor who saw *Star Wars* in theaters in 1977 and fell hopelessly in love. He began playing RPGs in elementary school and started writing for the RPGA in 1999, culminating in a two-year stint as Plot Director for the **Living Force** campaign. He has written over 20 modules for the RPGA and contributed extensively to the [*Living Force Campaign Guide*](#). Currently, he teaches and does research during the day, does freelance and other writing at night, and is firmly convinced that sleep is a crutch.



Part 1: A Cold Reception

As told to Morrie Mullins by Vareesa Enan

Day 13 – Arrived on Arkania. Fairly confident Farg is NOT supposed to be this cold. Farg has tracked the traitorous Sakiyan witch across many parsecs, and to come here, to such a cold world, does not make Farg happy.

There is not much on Arkania that is good. Lodgings are tolerable, but Farg prefers to stay on his ship. The people are ugly, even for Human stock. They are not normal Humans, something about their eyes is wrong. Farg suspects they bleed as most Humans do, though. The truth will be revealed if one more of them approaches Farg to request paperwork. They seem to believe that because they exist on a frozen rock, mining frozen rocks and twisting the nature of things with their sciences, they are better than Farg.

They are wrong.

Arkanians are very tight. Their mouths turn down, almost always, but their chins point upward. Farg is glad to have landed in a small settlement, because too many such arrogant individuals might cause him to become violent. Or perhaps even this small number may bring about violence, but they are few enough that they pose no threat to Farg. If they harbor the Sakiyan witch, they will be made to pay. If they cooperate, they will be allowed to continue living.

Appointment with an individual who believes himself even more important than the rest approaches. Will report on outcome.

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Amazing arrogance in that one. It was very much wanted by Farg to do the man harm, but Farg resisted, and the calm returns. The Arkanian is called the Hyrim Focela, and he is older than one of his bearing has a right to be. He is Security Master of this blip that fancies itself a starport, this "Novania" with its 2,000 chin-tipped fools and its frigid temperatures.

Farg remains confident he should NOT be this cold.

The Hyrim Focela knew of the Sakiyan witch. She landed here five days ago, purchased a speeder, and left to cross the tundra. The direction he indicated is not the direction in which Farg feels her presence. She has turned aside and is moving to the north. Now that Farg has made his way here, she will be Farg's. The hunt nears its end.

Arkania is a world of vast tundras, located in the Perave system in the Colonies region. Its attractions are few; the planet is cold, generally inhospitable, and the native Arkanians (a near-Human species with pupilless white eyes and four-fingered hands described in [Alien Anthology](#) and the [Power of the Jedi Sourcebook](#)) are unpleasant and arrogant, and they dislike many visitors -- when they deign to notice their existence at all. Arkania is known for its diamonds and other gems, an export of major importance, and the Arkanians are whispered about across the galaxy for their genetic experimentation. Their scientists -- reclusive in the extreme -- are rumored to have played a part, for generations, in the creation of new species.

The arrogance of the Arkanians is a problem for any visitor to the planet, but those who are not cautious in their interactions with the "natives" (there are no true natives to this frigid world, though the Arkanians have been here for countless generations, and are as native to it as any species can be) should prepare themselves for the worst. Impoliteness offends Arkanians, and once this happens, the offending character must make amends -- quickly -- or risk ostracism.

In any interaction with an Arkanian on Arkania, a non-native character must make a Diplomacy check (DC 10, plus any situational modifiers deemed appropriate). This check should be made for the initial interaction with an Arkanian Gamemaster character, as well as any time a hero says or does something which, in the judgment of the GM, might cause offense. Success at the check means that the hero has managed to keep from offending the Arkanian with whom he is interacting, at least for the time being. Failing the check means that the Arkanian has been offended and is likely to speak ill of the hero once he is gone. This effectively adds +1 to the DC of any Diplomacy, Bluff, Gather Information, or other check that involves interacting with an Arkanian on his or her homeworld. It is possible for a character (or group of characters) to generate multiple such increases to the DC of their checks; the GM should keep track, secretly, of the number of times the characters have offended an Arkanian. If the number exceeds 20 with no apology offered, the Arkanians will attempt to either lock up the offending character(s) or ship them off-planet with very unsubtle threats.

It is possible to redeem oneself in the eyes of an offended Arkanian. This requires a Diplomacy check at DC 20 (another character can attempt to intervene on the offending character's behalf; the DC for such a check is 25). Failing an apology check results in the Arkanian becoming *more* offended (another +1 to all interaction-based skill checks) and storming off. If the apology check is successful, the character must also offer the Arkanian a gift to demonstrate sincerity.



Typical Arkanians

Part 2: Hyrim Focela

As told to Morrie Mullins by Vaskau Farg, Gand Findsman

Day 15 - Sakiyan witch is not moving, has not moved again since Farg arrived on this spinning ice-sphere. Changed direction, moved for a time, stopped. No speeders available. Every speeder in Novania is gone or under repair. Farg would take his ship out over the tundra and search for the witch, but he believes the Hyrim Focela is hiding something. If the Hyrim Focela shows himself to be treacherous, Farg will have to kill him, which would be unfortunate for the Focela.

Farg meets with the Focela after noonmeal. As ugly and unpleasant as Arkanians are, Focela is more unpleasant still. His nose is too large, his hair is too white, and his teeth are too straight. Farg does not trust him and is almost hopeful that the Focela will give him reason for violence. Sitting and waiting for a speeder is not the way of the Findsman. Neither, though, is rash action; the hunt is an art, and above all things, must be treated with reverence. Rushing the hunt will lead one into the beast's lair too soon, and Farg has no desire to be eaten by the Sakiyan witch.

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It is impressive to Farg how anything can be bought on this spinning ice sphere, including the Focela. The man makes much noise with his too-pink mouth. He speaks as though he has power and authority, which Farg supposes he might. The Focela is a man of some importance, as he controls the flow of information. He found something objectionable about Farg's presence, but a donation to the coffers of Novania quieted the Arkanian fool's mouth, at least for a time.

All the while, the Focela remained reasonable. Farg was almost disappointed that killing did not prove necessary. Too much sitting and waiting, when Farg should have been hunting the Sakiyan witch.

Now Farg has a speeder. Now the Sakiyan witch will be made to pay.

Hyrim Focela is an Arkanian who is somewhat past his middle years. He holds a position of moderate importance within the small community of Novania. As Security Master, Focela is an administrator with access to all of the information sources of Arkania. He controls the flow of information into and out of his small community. His motivations are occasionally unclear, but as a rule, he has the best interests of his people at heart.

This does not, of course, mean that Focela is above accepting bribes. He has a great deal of leeway in the decision-making process, and if he elects to allow an off-worlder access to restricted information or restricted areas of the planet (such as some of the mining regions), that is within his power. Knowing this, however, he often makes things as difficult as possible for anyone not of Arkanian descent. He makes great amounts of noise, throws his hands in the air, protests that he cannot possibly do what the petitioners want done - and yet, when the right offer is made, the channels miraculously clear, and he is able to "push things through."

Focela's workspace is as cramped as his personality. His office is a cube three meters to a side, with a single window that overlooks the tundra on the outskirts of town, and a single door that his secretary - an Arkanian man even older than Focela himself - guards voraciously. Getting an appointment with Focela is almost as difficult as convincing the man himself to do anything, and it is not uncommon for the bribes required to obtain a meeting with Focela to be larger than the bribes needed to push him into action. Many who have dealt with Focela speculate that this lucrative aspect of the job is why his secretary remains on, so many years after most individuals have retired.

Hyrim Focela has never been in a fight in his life, and he doesn't want to be. He keeps a hold-out blaster fixed to the underside of his desk in case of emergencies, but he's never fired it and never replaced the power cell. Should he ever attempt to fire the weapon, there is a 25% chance that it will do nothing at all.

For his part, Focela isn't all that concerned. He recognizes that if he's reached the point where he feels as though



The Arkanian Jedi Master Arca Jeth

he should be shooting at something, he's likely to die regardless.

Hyrim Focela: Arkanian Male Diplomat 6; Init -1 (-1 Dex); Defense 11 (+2 class, -1 Dex); Spd 10 m; VP/WP -/14; Atk +2 melee or -2 ranged (3d4 or stun DC 10, hold-out blaster); SQ Darkvision; SV Fort +4, Ref +1, Will +6; SZ M; FP 1; DSP 1; Rep +5; Str 8, Dex 8, Con 14, Int 16, Wis 13, Cha 14; Challenge Code A.

Skills: Bluff +14*, Diplomacy +13*, Gather Information +13*, Knowledge (Paperwork) +12, Knowledge (Streetwise) +12, Profession (Bureaucrat) +10, Read/Write Arkanian and Basic, Sense Motive +13, Speak Arkanian and Basic.

Feats: Infamy, Skill Emphasis: Bluff, Skill Emphasis: Sense Motive, Trustworthy.

** This skill frequently will be modified by Hyrim's Reputation score, but the bonus is not currently included.*

Part 3: Ice Palaces

As told to Morrie Mullins by Vaskau Farg, Gand Findsman

It would make Farg a poor Findsman not to know where the Sakiyan witch is, now. Farg has made a full circle around the area in which the Sakiyan has hidden. Initial examinations show nothing but ice. This puzzled Farg, but only for a moment. The ice is white and silver, from here to the horizon. All of it looks the same. And yet, in the center of it, is the Sakiyan, and she is alive. For now.

Alternate imaging techniques indicate that there is a structure in the ice, recessed and so perfectly camouflaged that Farg failed to see it with his own optical array. Camouflage does not hide the Force, though, and the Sakiyan remains tied to the Force, as are all things.

Other creatures are present inside the structure. It is a busy place, and initial surveys indicate it may be well-defended. Farg will meditate this night in preparation, and in the morning will enter this strange structure.

Vaskau Farg's quarry is currently doing contract work for Arkanian Microtechnologies, and the installation Farg is attempting to breach has an extensive security system. The Arkanians, ever fearful of outsiders, have keyed their security system to be particularly lethal against non-Arkanians. The Sakiyan Farg pursues has been given an identification badge that keeps her from triggering most of the security measures in the complex, or she probably would have died long ago.

Arkanian Micro is a firm whose public specialization is medical supplies and technology, but whose primary research and development focus is on genetic engineering. Through a combination of directed manipulation of the genome and exposure to massive radiation, they are working feverishly to create soldiers to fight in the Clone Wars. Galactic civil war is not a cheap enterprise, after all. It requires a huge investment in "living capital" - soldiers. Arkanian Micro is not interested in cloning; they believe they have something better and see much potential profit in their future.

Entry into and passage through Arkanian Micro are not simple matters. Some of the security measures in place are described below; guards (of the thug variety) are also present. Note that having built their facility into the ice, the Arkanians are taking full advantage of this in the design of their security systems.

Obstacle 1: Main Entrance Computer Security (Challenge Code B)

Bypassing the computer security system at the main entrance requires a Computer Use check (DC 22). Whether or not the check is successful, the screen flashes the message "Passcodes accepted" and the main doors open. If the check was not successful, however, the security system increases the level of security throughout the complex, which increases the DCs listed below to find other elements of the security system by 5 (thus, if a Spot check is listed as DC 15 below, it becomes DC 20 if the check at the main entrance failed).



A typical Gand

Obstacle 2: Sliding Ice Blocks (Challenge Code C)

These decidedly low-tech security measures are, quite literally, sliding blocks of ice that are released into chutes and come crashing through the walls at the intruders. They are triggered by motion sensors at the far end of a long, straight corridor (DC 14 Spot check to notice). The sliding ice blocks are large and deal 3d6 points of damage plus 1d4 points from shards of ice from the shattered wall. A successful Reflex save (DC 20) negates the 3d6 damage and halves the 1d4 shard damage.

Obstacle 3: Slide to an Unpleasant Pool (Challenge Code E)

A branching corridor deep inside the Arkanian Micro facility hides an insidious security measure designed to be lethal. Anyone aware of the existence of the measure, though, should be fine. A recessed panel, covered with a layer of ice identical to that on the walls, contains a 10-key pad into which a deactivation code can be typed. Noticing this panel requires a Spot check (DC 24). If a hero notices the panel, he can try to shut down this part of the security system with a Disable Device check (DC 27). If that check fails, or if the heroes fail to enter the correct code on the keypad, then the following will occur: As soon one or more individuals weighing at least 150

kilograms total step on the floor of this corridor, a Czerka CZ-28 Flame Cannon (see the [Arms & Equipment Guide](#) for more information on this weapon) mounted beneath the floor fires, immediately melting the first 4 meters of the corridor's floor. Individuals standing in that area must make a Reflex save (DC 24) to avoid falling down the steep incline beneath the floor. Individuals in the 2-meter area on either end of the melted area must also make Reflex saves (DC 18) to avoid falling in.

This is functionally a slide, with the walls too slick to provide good purchase and the angle steep enough that the intruders will reach the bottom and splash into a frigid pool in one round. The pool houses canisters containing a number of lethal radioactive chemicals, and the water itself is contaminated with powerful (Level III) radiation. Anyone who falls into the water must make an immediate Fortitude save (DC 18). Succeeding at the save means the intruders take 1d2 points of Constitution damage and 1d3 points of Strength damage. Failing the save results in 1d6 points of Constitution damage, 1d3 points of Strength damage, and 1d2 points of Charisma damage.

For every 10 minutes that the intruders remain exposed to the radiation (until they get out of the pool and back up the shaft), they must make another Fortitude save (DC 18). Note that failing two such saves means that the Constitution damage becomes permanent Constitution loss. Nonpermanent effects of this radiation poisoning can be treated using the Treat Injury, Heal Self, or Heal Another skills, as described in the *Star Wars Roleplaying Game* [revised core rulebook](#).

Obstacle 4: Knockout Gas (Challenge Code B)

The last large open space before the entrance to the main R&D facilities has a series of pressure plates hidden in the floor. These can be noted with a Spot check (DC 18), but anyone stepping on a plate triggers the release of a knockout gas (initial damage 1d6 Dex/secondary unconsciousness; Fortitude save, DC 18).

Obstacle 5: Computer Alarms on R&D Entrance Doors

The individuals engaged in the R&D work generally do not pay much attention to security issues until such matters are so close as to be a direct physical threat. Thus, until an intruder reaches the very doors of the R&D department, those inside remain blissfully ignorant of any potential problems. The only alarms that sound inside R&D are the ones on the doors leading into that section of the facility. These can be disabled using Disable Device (DC 20; a +2 synergy bonus from 5+ ranks in Computer Use applies to this check).

Note to Gamemasters: If your group of heroes ventures into Arkanian Micro, be sure to scale the DCs to something appropriate to the group, and don't feel obligated to use every obstacle presented. Remember, the point is to have fun!

Part 4: The Re-Engineered

As told to Morrie Mullins by Vaskau Farg, Gand Findsman

If Farg had not captured a worthless Arkanian scientist near the entrance to this strange place, Farg might have had some difficulty approaching his objective. Fortunately, the mouth-breathing fool has assisted Farg in avoiding numerous unpleasant security measures, and he will likely live to be disciplined by his superiors after Farg finds and eliminates the Sakiyan witch.

There is a strangeness here, though. There are things within these walls that should not be. Farg has asked the scientist what it is that he has done here, and he speaks as though he were one with the Force. "We have made life." He is small and pale and fragile, but Farg would not have thought him insane. Still, there have been stranger things Farg has seen in the galaxy than an insane scientist. Arkanians have such a reputation.

But the things Farg feels -- they are living, but they are not right, in the eyes of the Force. Farg senses them sometimes, beyond walls, waiting. They are hunters, but not hunters of the art. They are hunters who revel in the kill, and not the mystery of the hunt itself. Whatever has been created here, it is not something that is right.

The Sakiyan witch is moving! I must move quickly, or all will be lost.

"Re-engineered" is a template that can be added to any living creature. Such a creature has been the product of extensive genetic testing and manipulation, and has been forever changed by the experience. Creating a 1st-level character with the re-engineered template requires the approval of the Gamemaster. If the template is added to a hero after character creation, not only must the GM approve the change, but a Treat Injury check must be made to successfully re-engineer the individual (DC 30 plus twice the character's level). Failure of this check results in the death of the creature being re-engineered. A successfully re-engineered creature retains all of the abilities of the original creature (the "base creature"), except as noted below.

Defense: The re-engineered creature gains +2 natural armor, or a +2 bonus to its existing natural armor as its skin toughens through the re-engineering process.

Vitality points/Wound points: As the base creature, but with the bonus Toughness feat (below).

Attacks: As the base creature.

Saves: The re-engineered creature gains a +1 bonus to all Fortitude saves and a -1 penalty to all Will saves.

Skills: +2 to Intimidate checks and -2 to Handle Animal or Ride checks (see "Unnatural Aura" below).

Feats: Toughness (bonus feat).

Ability Scores: A re-engineered creature gains +2 to any single physical ability (Strength, Dexterity, or Constitution) and -2 to any two mental abilities (Intelligence, Wisdom, and Charisma).

Special Qualities: A re-engineered creature retains all the special qualities of the base creature and gains the following.

Unnatural Aura: Re-engineered creatures are no longer "natural," and they make natural creatures (including banthas, womp rats, etc., but not including sentient creature species such as Humans, Ithorians, and so forth) nervous. This results in a -2 penalty to Handle Animal, Ride, or any other skill check involving interactions with creatures. In addition, any time a re-engineered creature comes within 20 meters of a natural creature, the GM should roll an Intimidate check for the re-engineered creature. Consult the chart below to determine the effect the re-engineered creature's presence has on the natural creature(s) present.



A typical Sakiyan

Intimidate DC	Effect
10 or lower	Natural animals glance in the direction of the re-engineered creature (DC 15 Spot check for a hero to notice this), but otherwise behave as normal.
11-15	Natural animals become skittish (DC 10 Spot check to notice) and will shy away from the re-engineered creature.
16-25	Natural animals move away from the re-engineered creature, showing obvious signs of nervousness.
26+	Natural animals attempt to flee the presence of the re-engineered creature, kicking and biting and attempting to break whatever bonds are holding them. A DC 25 Handle Animal check is required to calm such a creature, although it will relax naturally once it no longer has a line of sight on the re-engineered creature.

In addition, anyone who successfully uses See Force against a re-engineered creature detects that something is "wrong" with the creature but can't pinpoint precisely what.

Ferocious: A re-engineered creature adds a +2 species bonus to all melee attack rolls.

Challenge Code: Increase by one rank.

Sample Re-Engineered Creature

Re-Engineered Trandoshan Thug 3; Init +5 (+1 Dex, +4 Improved Initiative); Defense 15 (+3 natural, +1 Dex, +1 class); Spd 10 m; VP/WP -/15; Atk +8 melee (2d6+3, vibroblade), +4 ranged (3d6, blaster pistol); SQ Unnatural aura, ferocity, darkvision; SV Fort +5 Ref +2, Will -1; SZ M; FP 0; Rep +0; Str 16, Dex 12, Con 12, Int 6, Wis 8, Cha 7; Challenge Code B.

Skills: Intimidate +7, Profession (bruiser) +7.

Feats: Armor Proficiency (light armor), Improved Initiative, Toughness, Weapon Group Proficiency (blaster pistols, vibroweapons).